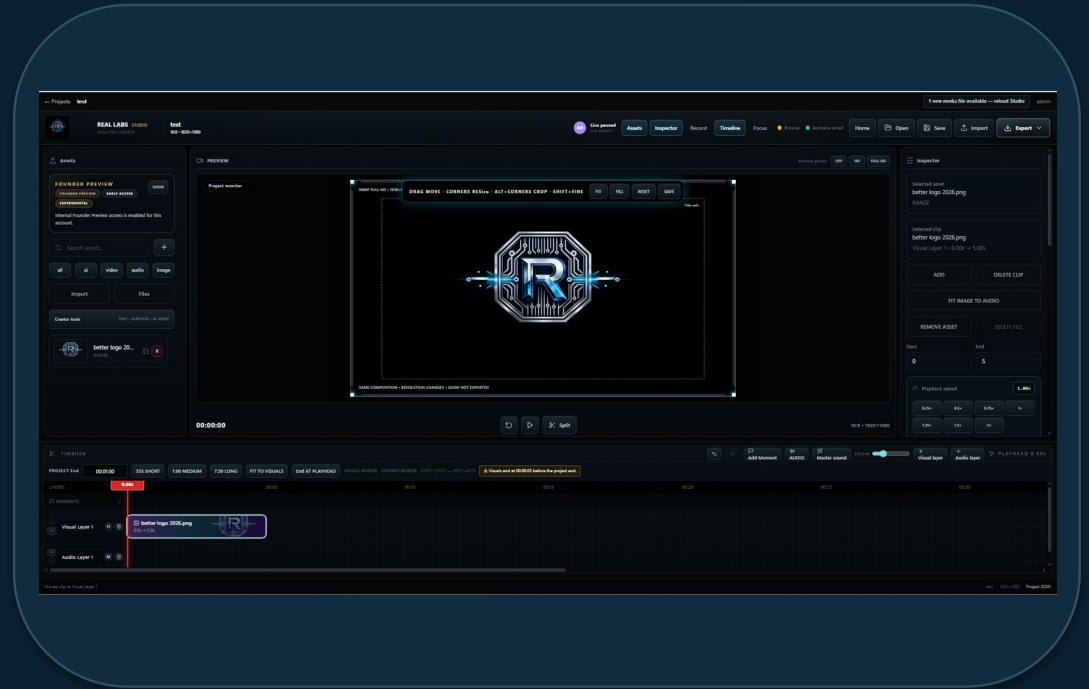


I built the tools I wished I had.

I launched a working creator studio.
I built a native streaming engine.



My working RVC Studio

I BUILT RVC • I AM PREPARING REAL GAMERS • I AM RAISING \$500K

I built this because the tools got in my way.

I started with game scripts. For roughly seven years, I engineered graphics, capture, editing and creator software without outside capital.

I nearly shut down after my first launch struggled. I learned that working technology needs distribution. I am raising capital to reach creators.

~7 years

Independent build

\$0

Outside capital raised

~\$190/mo

Historical cash expense



Devin Honson | Founder

I got tired of using five tools for one video.

I kept paying with time and subscriptions to move between capture, editing, narration and export.

Capture

I captured footage.

Edit

I moved it into an editor.

Narrate

I left the edit for voice.

Polish

I added effects elsewhere.

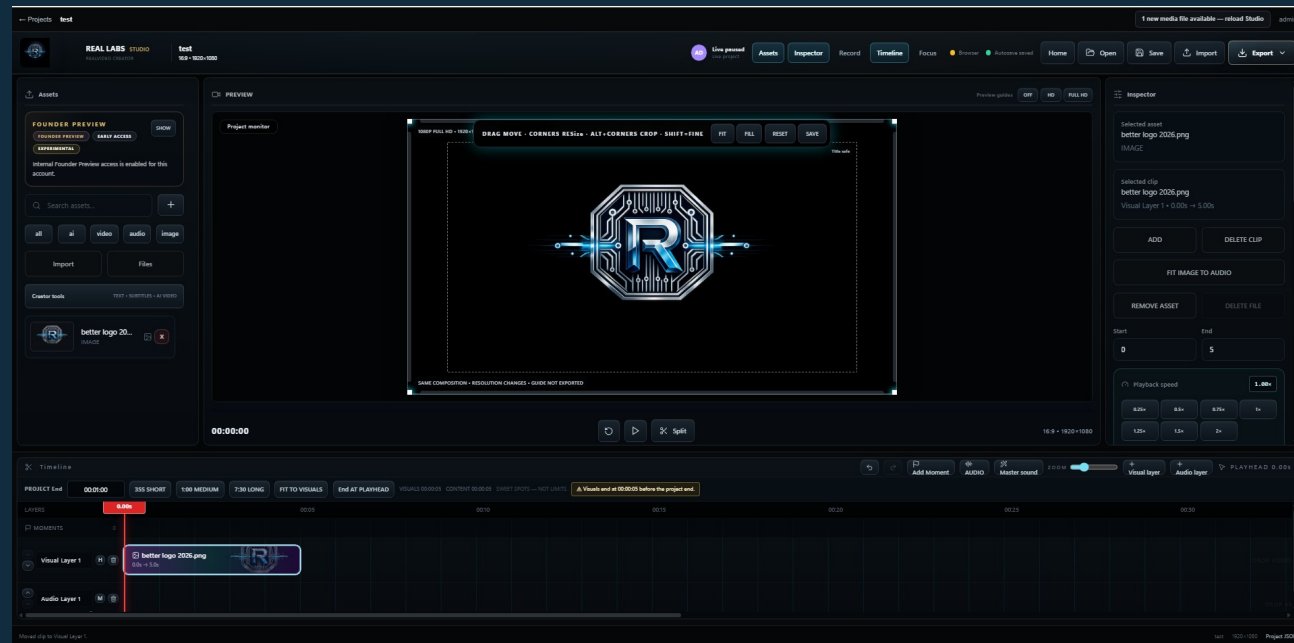
Export

I exported and revised.

I want creators to spend more time making things and less time switching tools.

I built the Studio. It is live.

I brought the timeline, media library, preview, voice tools, collaboration and export into one workspace.



I invite investors to try the working Studio. Some features require an account.

I put the creator in control.

I built the editor first. I offer optional generation with a clear quote before a supported paid job starts.

MAKE

I built the Studio

I let creators edit their projects directly and make their own creative decisions.

CHOOSE

I show the price first

I quote supported generation before asking a creator to proceed.

APPROVE

I charge with approval

I require approval, then track reservations, payment and generation states.

I built it for people to create first and enhance only what they need.

I continue to validate quote accuracy and operating margin across generation workloads.

I built the capture side too.

I developed the Windows-native Real Gamers engine. I still need to complete the consumer launch.

MY ENGINEERING

I developed the native core

I built Rust, D3D11 graphics, capture, hardware encoding, streaming, recording and replay systems.

MY LAUNCH PRIORITIES

I know what remains

I need to finish overlays and alerts, harden known reliability issues and test with streamers.

I run RVC and Real Gamers separately today. I want to connect them later.

I have not yet proven production-scale performance or shipped an RVC integration.

I built the invitation path already.

I created unique streamer discount codes and personalized invites in RVC billing. I want to turn that system into measurable partnerships.

INVITE

I offer a personal code

I can offer selected streamers discounted RVC Pro access with a unique invitation.

ACTIVATE

I help creators finish work

I will onboard pilots to a real stream or export and learn from what they do.

MEASURE

I track repeat use

I will measure code redemption, paid conversion, creator return and acquisition cost.

I built the invitations. I am raising capital to prove the partnerships.

I have not established paid partner conversion or signed pilot counts. The streamer-code capability appears in my source audit.

I wanted one workflow, not another stack.

I respect specialist tools. I built RVC because I wanted fewer handoffs and more control in one place.

Tools I studied	What I respect	Why I built RVC
OBS / Streamlabs	I respect live capture and broadcast	I want a path from capture to editing and export
CapCut / OpusClip	I respect clip editing and repurposing	I want voice, timeline and export in one project
ElevenLabs	I have seen speech, studio and media generation grow	I prioritize editing first, with optional priced generation

I built RVC for editing and export. I plan Real Gamers as a native capture entry point.

I have not independently benchmarked feature parity, workflow time or cost against these providers.

I built the product. I still need to prove demand.

I will not describe internal tests, account records or traffic as paying customers.

Live

I shipped the Studio

I have a deployed media pipeline, collaboration and billing paths.

Daily

I track usage

I built usage tracking in Django. I will filter out staff and tests before reporting DAU.

\$0

I report \$0 revenue

I have not yet confirmed subscription sales. I am raising to prove adoption.

I found 11 accounts in an earlier sample, including six internal. I am not counting the others as paying creators without verification.

I use my September 2026 audits for implementation evidence. I still need verified independent-creator usage reports.

I sell the Studio. I quote generation.

I want creators to work in my editor and approve optional generation costs before starting.

CURRENT RVC STANDARD MONTHLY TIERS

\$24

Starter

\$59

Pro

\$120

Studio MAX

MY FUTURE OFFER, NOT CURRENT PRICING

I want to test a creator bundle around \$50/month. I would quote supported generation separately.

~50M

I use Goldman Sachs' global creator estimate for context. I have not measured my serviceable audience.

\$37B

I use IAB's creator ad-spend estimate as adjacent market context, not software revenue.

I am raising \$500K for launch and growth.

I propose a 12-month plan. My \$190 historic cash expense does not cover a funded engineering and acquisition effort.

\$140KMy engineering /
product**\$110K**Contract help /
launch**\$100K**Streamer offers /
growth**\$80K**Compute /
operations**\$45K**

Security / counsel

\$25K

My reserve



These are my proposed allocations. I will stage spending against traction, operating costs and retention.

I will measure adoption, not only features.

I will track creator activation, code redemption, exports, repeat use, subscribers and margin.

Q1

Classify and invite

5 pilot streamers
30 exporting creators
5 paying creators

Q2

Launch and measure

15 pilot streamers
100 exporting creators
15 paying creators

Q3

Retain and learn

30 pilot streamers
250 exporting creators
45 paying creators

Q4

Prove conversion

50 pilot streamers
500 exporting creators
100 paying creators

I will use the evidence to decide how to scale, not assume partnerships will convert.

These are my planning targets, not current customers or signed partner commitments.

I built the foundation. Now I want to prove the business.

I am seeking \$500,000 to finish launch work, build streamer partnerships and measure recurring adoption.

\$500K

Raise

I propose one SAFE financing process

\$10M

Cap

I propose a post-money valuation cap

20%

Discount

I propose a conversion discount

Devin Honson | devin@reallabsdevelopment.com

I have technical diligence available for review at reallabsdevelopment.com/tech-diligence/
I propose nonbinding terms. I need counsel to review a combined cap-and-discount SAFE.